

VISIT...

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Tutor Teaching Tips

Fantastic Flying Machines (L)

MATERIALS

Leveled reader

Graphic organizer

Game cards;
Game board;
Markers

Graphic organizer;
Leveled reader

Before Reading 3–5 minutes

BUILD BACKGROUND: Ask: *What kinds of flying machines can you think of?*

PREVIEW THE BOOK: Show the child the front and back covers of the book, and read the title. Ask: *What do you think this book is about?*

Open the book to the table of contents and read the chapter titles. Ask the child to tell what he/she knows about each.

Look at each picture in the book with the child. Introduce and explain the following words as you talk about the pictures: *inventor, jet engine, propeller, commercial airplane, parachutes, helium, hot air balloon, space shuttle, glider*. Point out the captions. Explain that each one tells something about the picture or drawing above it.

Show the child the index. Explain how and why it is used.

During Reading 10–15 minutes

Ask the child to read pages 4–14 aloud. If the child has difficulty, read the pages together. Then ask the child to read them independently. Have the child work out unfamiliar words by looking at the letters and word parts. Tell the child to think what word makes sense in the sentence. If the child cannot work out the word, tell him/her. Have the child reread the sentence with the word and then continue reading.

After Reading 10–15 minutes

RETELL: Ask the child what he/she learned about flying machines from reading pages 4–14. If necessary, prompt by asking: *What else did you learn?*

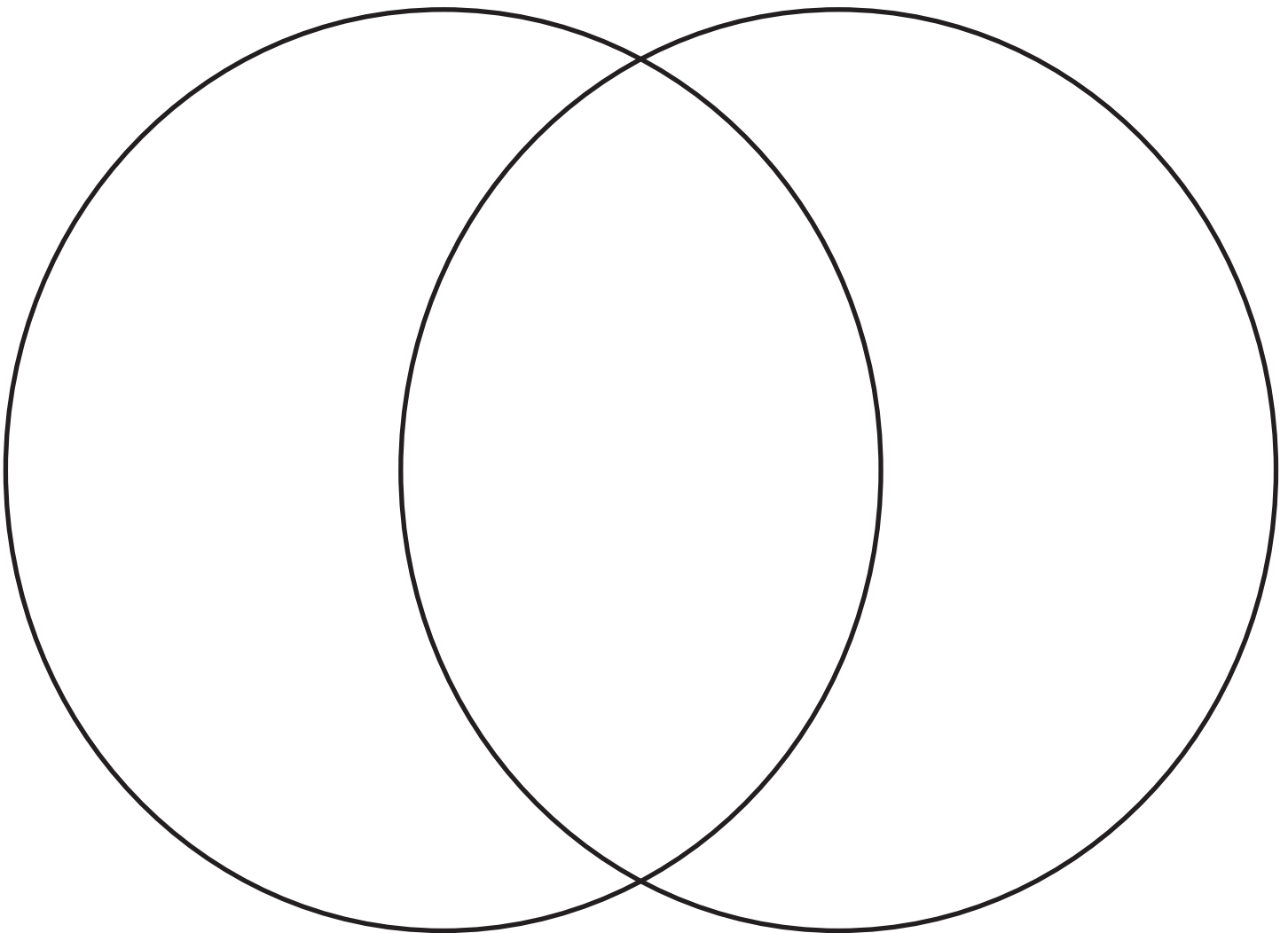
GRAPHIC ORGANIZER: Have the child compare and contrast the airplane and the helicopter. Help him/her find things they have in common, for example, both are used by the military, and write these things in the overlapping circles. Then help the child find things that are specific to each and write them in the appropriate side of the Venn diagram.

CRITICAL THINKING: Ask the child what kind of flying machine he/she would like to invent, and to explain why.

VOCABULARY GAME: Place the game cards riddle side up on the table. Have the child draw a card and read it or give it to you to read. Have the child answer and then turn the card over to check. If the child answers correctly, he/she can move along the game board the number of spaces indicated on the card. Have the child place the card at the bottom of the stack. It is now your turn to draw a card.

Home Connection

Have the child finish reading the book at home. Give him/her another copy of the graphic organizer and have him/her compare and contrast blimps and balloons.



INSTRUCTIONS: Write the names of the flying machines you are comparing, one over each circle. Write "Both" over the overlapping section. Write how they are alike in the overlapping section, and how they differ in the larger circles.

Directions: These game cards are two-sided. Print or copy back-to-back to make one set of cards.

Leveled Reader



Game Cards (FRONT)

Fantastic Flying Machines (L)

What kind of helicopter finds people who are lost?

What do hospitals use helicopters for?

Who built the first plane?

What part of a plane spins like a fan?

What kind of plane carries goods?

What commercial plane can carry up to 500 people?

Which kind of jets can go faster than the speed of sound?

What do commercial planes carry?

What forces hot gases in a stream behind the jet?

Where did the first people to fly live?

What is a plane without an engine called?

What type of flying machine has a rotor on the top?

Directions: These game cards are two-sided. Print or copy back-to-back to make one set of cards.

Leveled Reader



Game Cards (BACK)

Fantastic Flying Machines (L)

Wright Brothers

3

carry sick and
injured people

3

rescue helicopters

4

747

2

cargo

4

propeller

3

jet engine

2

people and goods

4

military

2

helicopter

1

glider

1

France

3

Leveled Reader

Game Board

Fantastic Flying Machines (L)

